

IRON MAN™

THE OFFICIAL VIDEOGAME

12+
TM

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MARVEL

SEGA®

SEGA PC DISC – NOTES ON USE

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge the center hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in the original case after playing. Do not store the disc in a hot or humid location.

The Iron Man™ game disc contain software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

- Also read the manual of your personal computer.
- The game disc may not be used for rental business.
- Unauthorized copying of this manual is prohibited.
- Unauthorized copying and reverse engineering of this software is prohibited.

IRON MAN™

Thank you for purchasing *Iron Man™*. Please note that this software is designed for use with the PC. Be sure to read this software manual thoroughly before you start playing.

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Introduction

Tony Stark had it all: a genius mind, fame, and even a multinational corporation. But his life would soon change forever. During a routine weapons test in the Middle East, power-hungry militants led a violent ambush against Tony and claimed him as their prisoner. Armed with Stark Industries weaponry, Tony's new foes demanded he construct a new ultimate weapon for them. Instead, with the help of fellow captive Yinsen, Tony built his own ultimate weapon – a powerful suit of armor that served as the key to his heroic escape.

After returning home, Tony's near-death experience drastically altered his outlook on life. The attack against Tony – with his own creations, no less – inspired him to cease production of all Stark Industries weapons, despite the protests of longtime family friend and mentor Obadiah Stane. And that wasn't all. Aided by his charming assistant, Pepper Potts, and equipped with a new suit even more advanced than the one used in his escape, Tony took it upon himself to destroy all Stark weapons in enemy hands – personally. He became more than a man. He became Iron Man.

Controls

Keyboard and Mouse

Movement	W / A / S / D
Move Camera / Target Enemy	Mouse
Fire Weapon	Left Mouse Button
Next Weapon	Mouse Wheel or E
Melee Attack	Right Mouse Button
Afterburner	Alt
Hover Up	Space Bar
Freefall (when hovering)	X
Punch / Contextual Action	F
Dash	Shift
Energy Manager	1 – 4
Pause Menu	Esc

NOTE: For the most updated controls, please visit:
<http://www.ironmanthegame.com>

Movement

Use the **W**, **A**, **S** and **D** keys for directional movement forward, left, back and right. Press **Shift** to dash. Dash is useful as both an offensive and defensive maneuver.

Hover / Flight



Tap **Space Bar** and you will hover at a steady altitude. Press and hold **Space Bar** and you will gain altitude. When you press **X**, you will fall straight to the ground. But don't worry, you take no damage from falling — although any enemy units near the spot where you land will suffer Iron Man's Floor Punch attack. While hovering, use the **W/A/S/D** keys to move.

While hovering, press **Alt** to ignite your afterburners and fly forward at great speed.

Combat



To target an enemy, move the mouse until the targeting reticle changes to indicate you are aiming at a valid target. Use the **Mouse Wheel** or **E** to cycle through available weapons. Press the **Left Mouse Button** to fire your currently selected weapon and

press the **Right Mouse Button** to launch a melee attack against a nearby enemy.

Contextual Actions

Some tasks, such as reviving Iron Man's heart, require specific actions in order to perform. When faced with one of these "contextual actions," you will receive an on-screen prompt indicating the keys you need to press in order to successfully perform this action.

Game Menus

Start Menu



New Game: To start a new game, select Easy, Normal or Hard difficulty, then select a save game slot to begin.

Load Game: Select a previously saved game.

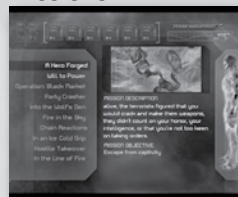
Options: Adjust game settings (see Options Menu on page 5).

Credits: View the names of the people who helped make this game.

Main Menu

The Main Menu is displayed between missions, and allows you to view your progress, save, view bonus content and advance to the next mission. Choose from the following options:

Missions



Select an unlocked mission. A description and objectives are displayed on the right side of the screen. You can view your stats from a completed mission. Next, select an unlocked suit and continue to the Upgrades screen.

At the Upgrades Screen, you may select upgrades that you unlocked playing previous missions. Once you have chosen the upgrades you want to use, select Start Mission to launch the mission.

Upgrades

Select Repulsor, Ballistics, Explosives, or Armor to view the upgrades you have unlocked, as well as a research tree showing additional unlockable components.

Save Game

Select a slot to save to and return to the Main Menu.

Options

Change game settings (see Options Menu below).

Bonus

View unlocked bonus material, including concept art, interviews and more.

Options Menu

Controls: Customize your control scheme here.

Video: Adjust various video options.

Audio: Adjust volume for music and sound effects.

Pause Menu



Press **Esc** while playing to open the Pause Menu, which contains the following options:

Objectives: View objectives for current mission.

Options: Adjust game settings (see Options Menu on page 5).

Continue: Resume playing current mission.

Restart: Start mission over again.

Quit: Quit to the Main Menu. Your unsaved progress will be lost.

Mission Complete Screen



At the end of each successful mission, this screen displays information about how well you played. This includes statistics, such as time of completion, total enemies killed, and total number of revives. It also lists the Technological Advancement Points

you earned, as well as any unlockables you have uncovered.

Saving and Loading

When you start a new game, you must choose a save slot. Your progress is automatically saved here following the completion of each mission.

To load a saved game, choose Load Game from the Main Menu.

Heads Up Display



1. Power Distribution/Health: You can concentrate your suit's energy on specific functions by using the **1 - 4 keys**. See Power Distribution on page 8 for more information.

2. Backup Power Cells: Indicates the number of backup power cells you have. If you lose all of your Health, your suit must be rebooted, which may require a backup power cell. If you lose all of your Health and do not have any backup power cells left, you fail the mission.

3. Weapon: Indicates your currently selected weapon. You can change your weapon using the **Mouse Wheel** or **E**. Weapon ammo and Technological Advancement Points are indicated beneath the weapon name.

4. Targeting Reticle: Indicates where you are aiming. Move the mouse to move the reticle. Different weapons display different targeting reticles. The reticle will change color when on a target:

- **Blue** – No target
- **Yellow** – Destructible object/non-hostile target
- **Red** – Hostile target

5. Radar: Targets and objectives are indicated by colored blips:

- **Blue** – Mission objective
- **Red** – Enemy target
- **Green** – Special objective

On-screen arrows indicate the direction of targets off the screen, whether on or off the radar.

Iron Man Suit



Without your Iron Man suit, you are just another genius billionaire inventor. This amazing device features the finest in Stark Technologies' weapons, shielding and mobility gear, and allows you to fly, punch holes in tanks, fire missiles and more. The suit does an exceptional job of absorbing

and delivering extreme punishment. However, it requires substantial power, in the form of backup power cells, in order to function.

The suit automatically repairs damage at a steady rate. If you sustain damage too quickly, the suit will shut down and you will attempt to revive Iron Man manually through a series of contextual actions (see Contextual Actions on page 4). If you fail, the suit will crash and require rebooting before you can continue. Rebooting requires the use of one of your backup power cells, which are indicated at the bottom of the screen below the Power Distribution Gauges. If you lose all of your Health and you have no more backup power cells, you fail the mission.

The suit is equipped with an array of powerful weapons, all with advantages and disadvantages given a particular situation.

Power Distribution

You can concentrate your suit's energy on specific functions by using the **1 - 4 keys**. Press **1** to improve Propulsion, which increases the speed of the suit's afterburners. Press **2** to enhance Armor, which reduces the damage you take and increases the damage you deal with melee attacks. Press **3** to enhance Weapons, which switches the repulsors to the Unibeam. Press **4** to redistribute suit energy equally among all functions.



Upgrades

Between missions, you can obtain upgrades based on your equipment usage. These upgrades enhance various suit components. To upgrade a component, select Repulsor, Ballistics, Explosives or Armor. Then highlight the upgrade you wish to use; all locked upgrades will appear grayed out until you have unlocked them.

Repulsor



Repulsor Beam Upgrade: Increases the damage dealt by your suit's Repulsor Beam. There are four upgrade levels.



Unibeam Upgrade: Increases the damage dealt by your suit's Unibeam. There are four upgrade levels. The Unibeam is upgraded after you have upgraded the Repulsor Beam.

Ballistics



Gatling Gun Upgrade: Increases the damage dealt by your suit's Gatling Gun. There are four upgrade levels.



Pulse Rifle Upgrade: Increases the damage dealt by your suit's Pulse Rifle. There are four upgrade levels. The Pulse Rifle is unlocked after the Gatling Gun is upgraded to a certain point.

Explosives



Rocket Pack Upgrade: Increases the damage dealt by your suit's Rockets. There are four upgrade levels.



Missile Launcher Upgrade: Increases the damage dealt by your suit's Missile Launcher. There are four upgrade levels. The level two upgrade includes an Auto Targeting System. The Missile Launcher is unlocked after the Rocket Pack is upgraded to a certain point.

Armor



Floor Punch: Gives you access to the Floor Punch melee attack.





Power Stomp: Gives you access to the Power Stomp melee attack.



Electro Punch: Gives you access to the Electro Punch melee attack.



NanoTech Knitters: Increases the regeneration rate of the Armor sub-system.



Repulsor Floor Punch: Gives you access to the Repulsor Floor Punch melee attack.



Turbo Boost: Increases your speed while hovering and using your afterburners.



Kamikaze: Gives you access to the Kamikaze attack, which deals great damage to your target at the cost of some damage to you.



Anti-Missile System: Allows you to target and destroy incoming enemy missiles.

Weapons

To cycle through and select a weapon, use the **Mouse Wheel** or **E**. To fire, click the **Left Mouse Button**. Note that you can only equip three weapons per mission.

Flamethrower

The Mark I suit, which is available only in the first mission, features a deadly flamethrower.

Melee Attack

Press the **Right Mouse Button** to perform a melee attack. This attack is effective against all opponents, including tanks and other vehicles.

Repulsor Beam

Although not as powerful as the Unibeam or Missile Launcher, the Repulsor beam is quick to fire and doesn't use much energy.

Unibeam

The Unibeam is your deadliest implementation of the Repulsor technology, and it is able to take out most enemies at long range. Firing the Unibeam drains you of most of your weapon energy. It also has significant recoil and requires that you remain stationary in order to fire it. The Unibeam takes longer to recharge than any other weapon.

Gatling Gun

This rapid-fire weapon holds plenty of ammo and is great for sweeping land-based units.

Pulse Rifle

The gun that fires an electrified bullet, which is capable of dealing more damage than a regular Gatling Gun.

Rockets

This long-range, high-powered weapon fires a single devastating rocket.

Missile Launcher

This multi-shot weapon fires a volley of deadly missiles. Press and hold the **Left Mouse Button** to lock onto multiple targets and release to fire.

IRON MAN™

When billionaire inventor Tony Stark puts on his suit of super-powerful armor, he becomes Iron Man! Able to fly faster than a jet plane, and equipped with repulsor blasters and missiles, he's the most powerful, high-tech super hero in the world!



IRON MAN™ MASK & REPULSOR GAUNTLET
Put on the armor of the invincible Iron Man!



6" IRON MAN™ FIGURES OTHER FIGURES AVAILABLE.



IRON MONGER™



IRON MAN™ MARK III



IRON MAN™ MARK I



IRON MAN™ N.R.F. 425 BLASTER
Rapid fire 10 repulsor darts!



12" REPULSOR-POWER IRON MAN™
Motion activated lights and sounds!



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VISIT
www.hasbro.com/ironman

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

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